

## When Heroes Fall

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The legend didn't end the way it was supposed to. The heroes lost. The evil necromancer won. Now, the dead walk the earth.

One bite from a zombie, and you become one of them within the hour. The things that come out at night, the nightwalkers, are far worse.

When you attack a zombie, roll 1d6. On a 6, you kill the zombie.

When a zombie attacks you, roll 1d6. On a 4+, the zombie bites you.

Don't fight zombies. Run.

But before you do, pick a class:

- **Druid:** Wood and stone bend to your will. Great for fortifications, but its slow and nightwalkers are drawn to structures.
- **Mage:** You can cast 3 spells in a day. Work with the GM to determine what they are (fireball, illusion, teleport, etc).
- **Priest:** Your can emit sunlight for a few minutes, burning nightwalkers. Cleanse a zombie bite if you get to it within 5 minutes (requires holy water).
- **Ranger:** The best scavenger there is. Can make your own ammo.
- **Rogue:** You're great at hiding, even from nightwalkers. Break stealth to kill a zombie, no roll required.
- **Warrior:** Kill zombies on 4+. Get bitten on a 6.